★SOFT- T01 2002-233466/29 ★JP 2002055906-A Information delivery method in network system, involves transmitting information relevant to progress situation of soccer game based on registered demand from user terminal, through internet

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Novelty: A demand from a user terminal received through a communication network such as internet, is registered. A delivery information related to the soccer game is produced based on the progress situation of the game and is transmitted to the user terminal based on the registered demand.

Use: For delivering information related to events or games such as soccer game to user terminal through internet.

Advantage: Information relevant to the game or event is delivered automatically, ithout making the user feel troublesomeness, thereby allowing the user to understand the progress of the event or game reliably.

Description of Drawing(s): The figure shows the flowchart illustrating the information transferring process. (Drawing includes non-English language text). (12pp Dwg.No.3/11)

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